

BS2_RemoveAccessLevel 1

..... 1

..... 1

..... 1

..... 1

BS2_RemoveAccessLevel

```
#include "BS_API.h"

int BS2_RemoveAccessLevel(void* context, uint32_t deviceId, uint32_t*
accessLevelIds, uint32_t accessLevelIdCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *accessLevelIds* : access level id
- [In] *accessLevelIdCount* : access level id

BS_SDK_SUCCESS , 가

- [BS2_GetAccessLevel](#)
- [BS2_GetAllAccessLevel](#)
- [BS2_SetAccessLevel](#)
- [BS2_RemoveAllAccessLevel](#)

From:
<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:
http://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_removeaccesslevel

Last update: **2016/02/02 14:15**